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Vol. 3 NO. 4

# M.A.C.E. JOURNAL

"People For Computers"

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## "Just Kidding"

In a startling announcement, officials of Atari's Home Computer Division have revealed that most of their publicized marketting plans to date have been part of "a gigantic practical joke".

"Fun's fun", said Acting President Skip Levels, "but this thing has gone far enough. I mean, take the 1200XL. Do you actually think we would try to sell it for $900 against the comparable Commodore 64 selling at $500? How stupid do you think we are?"

Levels went on state that the cartridge slot on the 1200 was not going to be too small for existing third party software cartridges, that it would have four joystick ports and not two, and that it would be compatible with all existing 400/800 software, such as Text Wizard. In addition, it will have a parallel expansion port and RS-232 interface on the back.

"Great gag that old Microline 80 with the built-in serial interface. You should have seen their jaws drop when it started printing at 40 CPS", said Levels. He announced that Atari's new printer actually would be a version of the Expson FX-80 160 CPS printer, with a special Atari character ROM for printing listings using Atari graphics and cursor control characters.

And a new quad-density slimline 5 1/4" disk drive will soon be sold for $300. It will have a transfer rate approximately 6 times that of the older 810 model, which it will replace. "We had to go to Guatamala to find that faulty potentiometer that caused the speed problem on the 810", Levels said.

On the software front, Levels asserted that the new Telelink II cartridge would of course perfom cassette or disk upload/download, and would follow the Amodem protocol.

All existing Atari software with bugs will be recalled, and replacements and updates issued for a nominal fee. "Less than $1.00 should cover it," he said. "After all, they make those chips out of dirt". Along with the updated BASIC cartridge that does not cause the machine to lock up, owners will get a letter of apology, and a $20 gift certificate for being "good sports".

Levels explained "I know we shouldn't have released BASIC that way. It was really a dirty trick. But it was just too good to resist". All in all, Levels says that Atari owes the success of the largest practical joke of its kind to its customers. "They've got a great sense of humor, and we love 'em".

## ABOUT THE COVER

Caught in the act of play testing a soon to be released Star Wars simulation, Atari marketing Wunderkind Justin Kidd is apparently oblivious to our MACE roving reporter's presence. The new Atari 1050 Astra Dual Four diskette drive in use in this exclusive MACE spy photo will be shipped to eager consumers as soon as corporate research and development solve the Astra's severe carbon accumulation problems.

The cover photo was shot using a Lee Inc., Blowhard 35. An experimental high speed "beyond awesome" thin film emulsion "borrowed" from Benioff Research Labs made the nanosecond exposure time possible. The plate was developed with help from a weak-bladdered neighborhood cat and two gallons of an ethanol based solution diluted with lime juice. The lithographic process employed in printing the finished product was recently perfected by soaking the entire MACE staff in a seven percent solution of Stroh's Signature. Anyone interested in further technical details is urged to contact a local hospice for terminally terminal terminal users.

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## SOFTWARS
WHY ASK SOFTWARE

Requires 33K Disk and minor brain damage
For: ATARI 400/800/1200XL
CRAPPLE II/II+/IIE/IIEXL/IIEXL+
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Review by Jerry Blue

Your mission, should you decide to include it, is to search out and eliminate software pirates. To accomplish your mission, you have disguised yourself as a pirate, and are in danger of being destroyed by magnetic media missiles, disk demons, cassette creatures, and secret agents of the software vendors.

You are armed with the joysticks of your choice, RF interference (Crapple and Commonroar versions only), plenty of mace, and full control over the flow of electricity into your computer.

You are working for software distributors such as Softshell and Datashaft who have been known to avoid and procrastinate payment for services. The collection of your fee is your responsibility. You should know that many of the SOFTWARS casualties before you simply starved to death.

This reviewer found SOFTWARS to be totally awesome yet unplayable. Inhuman engineering features such as holding down the SHIFT CTRL ESC CLEAR BREAK and SYSTEM RESET keys while pressing both red trigger buttons to pause game play, figures to create new standards throughout the industry. The documentation is in living black and white making it easy reading except for the decaheximal page numbering and reverse polish notation.

I highly recommend SOFTWARS to April Phools of all ages.

## Apple Announces New Computer

Apple Computer Company, the Cupertino-based micro moguls have announced yet another new computer, following close on the heels of the introduction of the Lisa and Apple ][e. Code-name Phantom, it may be marketted under the name Apple 0.

A market research study showed that one of the stong selling points of the Apple ][ (2) was its expandability. Apple users (typically with more money than brains) were impressed with the fact that if they wanted to do something really useful with their computer, they could add expensive peripherals, thus relieving the mental pressure created by unspent dollars.

For example, word processing could be accomplished merely by adding an 80-column board and lower-case adapter. If they wanted to run CPM programs, they could add a plug-in Z-80 computer and more memory. If they wanted music or speech synthesis, they could buy hardware synthesizer boards.

Carrying this idea of exapandability to its logical conclusion, the new Phantom will consist of an empty case with a rainbow Apple logo and dummy cooling vents. Explains Apple VP for marketting Tex Passe "This machine can be all things to all people. If you put a PC in the case, it will run IBM software. Drop in a VCS and enjoy your 2600 game cartridges. Hell, if you put a Vegematic in the case, our new computer will slice and dice, and make hundreds of Julienne fries in just minutes."

When queried about a possible response from Atari, Justin Kidd, Atari's 14 year old Marketting guru and VP pro tem replied that in accordance with Atari's "day late and dollar short" marketting strategy, they would wait until their competitor had built up an insurmountable lead, and then introduce a less expandable model at twice the price.

## APX Rejects

Considering the somewhat questionable merits of programs such as Hydraulics, RPN calculator Simulator, Speed-O-Disk, and Load'n'Go, all of which made it into the APX catalogue, we wondered just what it took for a program to get rejected by the Program Exchange. Our fearless investigative team got on their hip waders, and made a tour of APX's Vault of Rejects. Here are some of the programs they found.

POLISH JOKE DATA BASE by Jerry White. An advanced filing sytem for the connoisseur of ethnic humor, this program catalogs and indexes over 500 examples of this popular type of jest. It comes complete with sample file layouts, for indexing by such fields as "body hair", "bowling", and "light bulb". Requires a 48K cassette system or 8K disk drive. This program was rejected because of compatability problems. Reviewers found that the stylish 1200XL refused to print the word "armpit" on the screen.

MELLOW-CALC by Melocorp. Unlike the "what if" Visi-clones that require that you specify relationships in exacting detail and use accurate data, this "who cares" predictor program provides you with a "guesstimate" based on mere rumor or innuendo. A true spreadsheet-avoidance program, Mellow-Calc has many unique features, such as its "Magic 8 Ball Emulator" mode. In this mode, it gives answers to tough questions, right away. Answers like "Decidedly So", and "Ask Again Later". Another M-C exlcusive is the ability to take into account the effect of completely unrelated events. Your inventory projections, for example, will be automatically corrected for volcanic activity.

The APX reviewer liked this program very much, and didn't even notice that the manual was in Finnish. Unfortunately, the program had to be rejected because the author did not have any warm human interest story connected with writing it that would be useful to Atari in its ad campaign, thus disqualifying the program from consideration for the Atari Star Award.

ATARI 800 EMULATOR by Compatico Software. The Atari 1200XL may be a stylish addition to any home, but purchasing one can present a problem. What do you do with it? Its too big to make an effective paperweight, but not durable enough to replace that missing leg on the sofa. Well, this software package will allow frustrated owners to turn their advanced, useless 1200XL into an Atari 800 work-alike. Just load 'er up, and you can run your favorite programs, like the Atari Word Processor. It even translates the European character set into English! For the technically inclined, the Emulator restores most of the familiar Operating System bugs we've come to know and love. Most importantly, it replaces the diagnostics and that garish Atari logo with the ever-popular "memo pad". Nonetheless, the APX reviewers passed on this modern marvel, because after reading Atari's own press release, they were convinced that the 1200XL was already fully compatible with exisiting software.

UNPROTECTOR II by William Teach. This combination utility/tutorial shows you how to make "back up" copies of overpriced disks such as Atari Microsoft BASIC, the Atari Macroassembler, and the Atari Word Processor. The "unprotecting" process makes your software load faster, and allows you to modify programs that you paid good money for in order to use them with a RAMdisk, or Percom drive. It will even let you run "protected" APX tape software on the new 1200 XL! The APX reviewers thought this product was very useful--as a matter of fact, too useful. Try as they might, they couldn't find a way to protect this disk from unprotecting itself.

MATH ARMAGEDDON by Edward Teller. In this cute variation on the popular game of "hangman", students try to answer simple math problems. Each time they get one wrong, another piece of a nuclear missile appears on screen. If they miss a total of ten questions, the missile is launched at the Soviet Union, starting World War III. The APX reviews thought that this program effectively capitalized on young school children's "nuclear anxieties", thus providing a powerful incentive for learning. But Atari's legal department vetoed this game, reasoning that if a young APX user did manage to build a nuclear weapon after purchasing this product, Atari could be subjected to severe legal liability should an actual nuclear holicaust result.

# THE WEST COAST COMPUTER FAIRE

by Steve Philpott
S.N.A.C.C. - Southern Nevada Atari Computer Club

In March of this year I journied North for the Eigth Annual West Coast Computer Faire, which was held in San Francisco, California. I had attended last year's show, but I had tried to do the show in less than five hours. Boy, did I miss some displays! So, taking in the facts that this show seems to grow by twenty thousand in attendance each year and that I wanted to see all of the displays, I decided to take a day off from work and use two full days at the show. Now get this: that still wasn't enough time! Well, I will now proceed to try to enlighten you on my trails at the Faire.

I arrived in San Francisco on Friday morning and was greeted by David Gardner. David, who is now employed by Electronic Arts in San Mateo, was my gracious host for the weekend. David and I proceeded to take the scenic route to downtown S.F.; the show is located in the Civic Center and the attached Brooks Hall. I checked in the nearby Holiday Inn only to find that the reservations which Atari had made for me had been canceled. Atari had me arriving on Thursday, I wish I had known that! Well, to make things short, Atari and Holiday Inn took care of the problem and we were of to the Faire.

You would think that at $15.00 dollars a crack, the attendance at this show would only be for the real computer freaks, but if you have ever been to a flea market before Christmas, you have a pretty good idea what the crowd looked like. If you ever plan to attend this show, go the first day if you really want to see anything close up. The crowds Saturday and Sunday are unbelievable! I immediately picked up a program to map out the booths. To my surprise, the floorplan looked like a war map! Apple booths on one side and IBM on the other with the upstarts in the middle. At the show last year, none of the major manufacturers were in attendance. Could it be that there is still a market for personal computers?

Apple had its' new Lisa and IIe, IBM had the new PC XT, Commodore its' basket of new things, and Atari the 1200XL. Well, at least Atari was there! Their display was nice with all of the APX, Qix, Dig Dug, and Atariwriter, but it was definitely geared for the just above VCS crowd. Well, enough on that, you all know the mistakes that Atari has recently made and you don't need me to repeat them.

Most software houses had nice displays, but it was impossible to see much in the crowd. Synapse had their fine software along with most others, but this is not the show to debut anything new; only the first ten rows of the people could see the presentation and most of the time I was in the twentith. There were some interesting things in the basement, second, and third floors. Everyone is coming out with mice now that Apple is soaking so much money in the Lisa. Most are RS-232, but unless you have an IBM, you will have to write your own software for the present. I think I'll wait. Many discounters had booths and there were buys to be made. If I had only the space, as well as the cash, I would have probably come home with a new Epson Fx-80 printer, a Microfazer or Microbuffer, and maybe a whole new computer.

The highlight of the show for me was a mockup of the new Rana disk drive for the Atari computer. That's right, only a mockup for now, but does it look sweet. Delivery on the single-sided version is tenatively scheduled for June and the double-sided coming sometime in July or August. If it performs as good as it looks, order me two doubles right now! Watch this product if you intend on purchasing a disk drive in the future, it might be worth the wait.

Saturday night, I attended the reception held by Atari's users' group support people. Surprisingly, there were quite a few groups represented at the meeting. Some of the groups there, were from California, Oregon, Texas, Nevada, and the Panama Canal zone. Atari demostrated their new Atariwriter, which I do like for the ease of the cartridge and their version of Logo which will be initially in a cartridge also.

At the end of the session, Atari opened the floor for questions and got some tough ones. Most answers were the the standard

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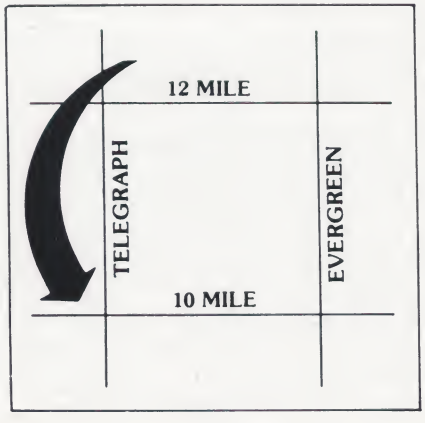


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company lines which we have all heard, but one comment that came out of this was that the mistakes of the recent past have not gone unnoticed with upper-management. And that the higher end users of Atari computers will be more pleased at the next Consumer Electronics Show this Summer. Boy, I hope so! Finally, I do want to commend the Atari users' group support people for their continuing efforts to help people like us exchange views as well as ideas. I just wish Atari would drop a couple of million in that department instead of advertising! I think they would get more bang for the buck because their end users are better salespersons that their dealers.

To end with, the Faire was big and crowded, the weather was surprisingly good, and San Francisco exciting as always. I can't wait for next March, maybe I could rent a van to haul the stuff back in?


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# PUZZLE CORNER

by Charles Godfrey

The rat puzzle is finally over and this time your puzzle master really guesed wrong on this one. There was only one entry in a period of two months. That entry was incorrect so no prize can be awarded. It was close, but no bananna.

There has to be a decisions made by anyone writing a puzzle, and so it was with this one.

1. All rats were to be full at the beginning of the experiment, not when each rat started running.
2. A rat does not get hungrier while eating.

With these two thoughts in mind, lets first review the puzzle as printed two months ago.

==========

PUZZLE 6 Version-2

==========

To test a group of 100 rats, a straight line 1000 feet long is marked on the ground. One end is marked "start" and the other end is marked "finish". Next, 1000 kernels of corn are placed on the line at one-foot intervals, starting one foot from the start and ending at the finish. The rats are released at the start one at a time. The rats proceed along the line according to the following rules:

1. A rat that has not eaten a kernel of corn for at least one minute is hungry, and will eat the first available kernel. A rat that has not eaten for two minutes will eat the first two kernels, and so on.
2. A hungry rat runs at one foot per second. A full rat walks at two seconds per foot.
3. It takes one second to eat a kernel of corn.
4. All rats are full at the start of the trial.
5. As soon as a rat crosses the finish, the next rat is released at the start.

PROBLEM: Exactly how long does it take for all rats to complete the course?

RAT-1 STARTS:

He is full, so he will walk for 60 seconds until he is hungry. Now our little rodent is hungry and standing on the 30th kernel of corn, so he eats it. Powerful stuff this corn, one kernel and he's good for another whole minute. So with a full stomach and a smile on his face our hero waddles along again at the incredible speed of two seconds per foot. Gasoline and corn don't last forever and alas one minute later we see our tired little wanderer standing over the 60th kernel of corn with that glazed look of starvation in his eyes.

Do you begin to see the pattern for at least this first rat? Every 30 feet he must eat and for this rat there will always be food. He will eat 33 times before crossing the finishing line. taking 2033 seconds to complete the course.

RAT-2 STARTS:

If rat-1 thought he was hungry, this rat must be near death. He has had to wait now for 2033 seconds and he hasn't eaten anything. He takes off running and immediately eats the first 35 kernels of corn (with the exception of number 30 which was already eaten by rat-1). Now he continues eating every 30th kernel, just like rat-1 taking his last bite at kernel number 981, finishing the course in 2031 seconds eating 66 pieces of corn.

Each rat becomes worse off than the rat before him. Therefore each rat must eat more than the rat before him. At this rate the corn won't last long. In fact it doesn't. Below is log of what each rat did.

```
RAT 0001 ATE 033 PIECES OF CORN  AND TOOK 2033 SECONDS
RAT 0002 ATE 066 PIECES OF CORN  AND TOOK 2031 SECONDS
RAT 0003 ATE 099 PIECES OF CORN  AND TOOK 1991 SECONDS
RAT 0004 ATE 130 PIECES OF CORN  AND TOOK 1906 SECONDS
RAT 0005 ATE 159 PIECES OF CORN  AND TOOK 1775 SECONDS
RAT 0006 ATE 185 PIECES OF CORN  AND TOOK 1596 SECONDS
RAT 0007 ATE 208 PIECES OF CORN  AND TOOK 1364 SECONDS
RAT 0008 ATE 120 PIECES OF CORN  AND TOOK 1120 SECONDS
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ALL THE REST WENT HUNGRY
AND TOOK 1000 SECONDS EACH
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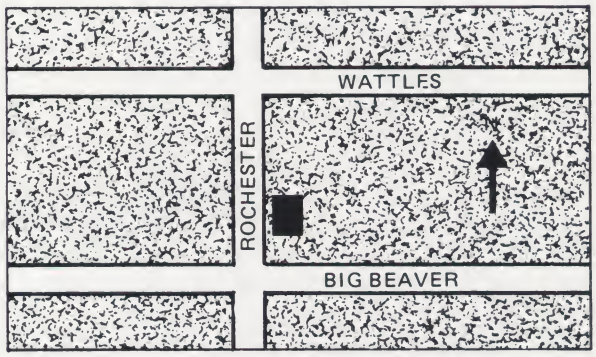


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## ATARI PILOT FOR BEGINNERS

by Jim Conlan and Tracy Deliman

A Book Review
by T. P. Sturza

At the beginning of this book you will find the following introduction:

TO THE READER

"In this book you will learn how to give commands to your ATARI Computer in the PILOT computer language. The PILOT language is designed to do important things quickly and easily. You will learn how to make your ATARI Computer play music, and display colorful moving pictures, and to do mathematics. You will learn how to use your ATARI Computer as a thinking tool."

" ... This book is written to help you get started. Make guesses, experiment, and play around. Have fun."

Jim Conlan and Tracy Deliman deliver everything promised in the book's introduction. When you have finished reading their book, you should have a good command of the PILOT (Programmed Inquiry Learning Or Teaching) language.

The information presented is in a textbook format that is clear and easily followed. Each chapter begins with a list of the items that will be explored. This is followed by examples and exercises covering each item. At the end of the chapter you will find a quiz (with answers) and a summary of what should have been learned in the chapter just completed.

I discovered information in this book that I had not seen before in other ATARI PILOT books and manuals. For example, the instruction T:%A will provide the user with the direction the "Turtle" is facing (a value between 0 and 360), when in Graphics mode. Also included are the symbols for using a joystick with PILOT. The symbol %T8 contains numeric values that can be used to determine if the trigger button has been depressed. The symbol %J0 (letter J, number zero) has numeric values that indicate joystick movement.

This book is intended for "beginners" and I feel that the authors did an excellent job of introducing the reader to the PILOT language and some of it's potential uses. However, the more experienced user may find some portions of this book to be over simplified.

ATARI PILOT FOR BEGINNERS
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FOR SALE: Atari 400 (GTIA), w/32K Mosaic Ram Board, 410 Recorder, and Programmer kit. $300. Ron Radue - (313)-772-7682.

USED SOFTWARE: Atari Education System Master cartridge and World History package (4 cassettes), $25. Adventure games (all original): Adventureland (#1), Winslow Mansion, Trollop's Caves. $5 each. Larry LeDuc, Windsor (519-258-8774.

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by Jim Conlan and Tracy Deliman

A Book Review
by T. P. Sturza

At the beginning of this book you will find the following introduction:

TO THE READER

"In this book you will learn how to give commands to your ATARI Computer in the PILOT computer language. The PILOT language is designed to do important things quickly and easily. You will learn how to make your ATARI Computer play music, and display colorful moving pictures, and to do mathematics. You will learn how to use your ATARI Computer as a thinking tool."

" ... This book is written to help you get started. Make guesses, experiment, and play around. Have fun."

Jim Conlan and Tracy Deliman deliver everything promised in the book's introduction. When you have finished reading their book, you should have a good command of the PILOT (Programmed Inquiry Learning Or Teaching) language.

The information presented is in a textbook format that is clear and easily followed. Each chapter begins with a list of the items that will be explored. This is followed by examples and exercises covering each item. At the end of the chapter you will find a quiz (with answers) and a summary of what should have been learned in the chapter just completed.

I discovered information in this book that I had not seen before in other ATARI PILOT books and manuals. For example, the instruction T:%A will provide the user with the direction the "Turtle" is facing (a value between 0 and 360), when in Graphics mode. Also included are the symbols for using a joystick with PILOT. The symbol %T8 contains numeric values that can be used to determine if the trigger button has been depressed. The symbol %J0 (letter J, number zero) has numeric values that indicate joystick movement.

This book is intended for "beginners" and I feel that the authors did an excellent job of introducing the reader to the PILOT language and some of it's potential uses. However, the more experienced user may find some portions of this book to be over simplified.

ATARI PILOT FOR BEGINNERS
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FOR SALE: Atari 400 (GTIA), w/32K Mosaic Ram Board, 410 Recorder, and Programmer kit. $300. Ron Radue - (313)-772-7682.

USED SOFTWARE: Atari Education System Master cartridge and World History package (4 cassettes), $25. Adventure games (all original): Adventureland (#1), Winslow Mansion, Trollop's Caves. $5 each. Larry LeDuc, Windsor (519-258-8774.

PART TIME WORK AVAILABLE: Temporary Chief Executive Officer required for public appearances until 2nd quarter earnings announcement. No experience in computers or any related field a real plus. Inquire at 60 Plumeria C, Sunnyvale, California.

## MAGIC SQUARE

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```
2 REM Great Demo! From GREKELCOM BBS
3 REM REQUIRES GTIA
4 REM MAGIC SQUARE
5 DEG :DIM S(450):FOR I=0 TO 450 STEP
15:S(I)=SIN(I):NEXT I
10 FOR I=0 TO 49:READ J:POKE
1536+I,J:NEXT I
15 A=PEEK(740)-8:POKE 54279,A:POKE
106,A:PMBASE=256*A:PB=PMBASE+511
19 REM PLAYFIELD
20 GRAPHICS 21
25 FOR X=1 TO 3:SETCOLOR
X-1,8,2*X:COLOR X:FOR Y=12 TO 62 STEP 24
30 PLOT X+Y,0:DRAWTO X+Y,47:PLOT
7+Y-X,0:DRAWTO 7+Y-X,47:NEXT Y:NEXT X
35 PLOT 0,0:DRAWTO 79,0:PLOT
0,47:DRAWTO 79,47
40 FOR X=13 TO 61 STEP 24:COLOR 1:PLOT
X+1,1:DRAWTO X+4,1
45 COLOR 2:PLOT X+2,1:PLOT X+3,1:NEXT X
49 REM PLAYER
50 YMN=20:YMX=98:Y=YMN:F=1:ST=15
55 POKE 53256,1:POKE 623,1:POKE 704,30
60 POKE 559,46:POKE 53277,2
70 FOR I=PB TO PB+127:POKE I,0:NEXT I
80 FOR I=0 TO 11:READ J:POKE
960+I,J:NEXT I
90 P=PB+Y:H=INT(P/256):POKE 204,H:POKE
203,P-H*256:POKE 205,0
99 REM ARCS
100 XC=120:FOR J=1 TO 3:FOR A=0 TO 350
STEP ST:GOSUB 180:NEXT A:NEXT J
105 FOR A=0 TO 80 STEP ST:GOSUB 180:NEXT
A:XC=168:FOR A=270 TO 10 STEP -ST:GOSUB
180:NEXT A
107 FOR J=1 TO 2:FOR A=360 TO 10 STEP
-ST:GOSUB 180:NEXT A:NEXT J
110 FOR A=360 TO 280 STEP -ST:GOSUB
180:NEXT A:XC=120:FOR A=90 TO 350 STEP
ST:GOSUB 180:NEXT A
112 FOR J=1 TO 2:FOR A=0 TO 350 STEP
ST:GOSUB 180:NEXT A:NEXT J
115 FOR A=0 TO 260 STEP ST:GOSUB
180:NEXT A:XC=72:FOR A=90 TO 10 STEP
-ST:GOSUB 180:NEXT A
120 FOR J=1 TO 2:FOR A=360 TO 10 STEP
-ST:GOSUB 180:NEXT A:NEXT J:FOR A=360
TO 100 STEP -ST:GOSUB 180:NEXT A
130 XC=120:FOR A=270 TO 350 STEP
ST:GOSUB 180:NEXT A:POKE 77,0:GOTO 100
149 REM MOVE
180 POKE 704,25+5*S(A+90):U=USR(1536,XC+
24*S(A),PB+Y): Y=Y+F:IF ABS(S(A))=1 THEN
POKE 623,5-PEEK(623)
190 IF Y>YMX OR Y<YMN THEN SOUND
0,255,1,8:F=-F:SOUND 0,0,0,0
195 RETURN
199 REM CODE
200 DATA 104,44,11,212,16,251,104,104,
141,0,208,169,0,168,145,203,104,133,
204,104,133,203
210 DATA 166,205,160,11,189,192,3,145,
203,136,16,251,160,12,169,0,145,203
220 DATA 232,224,12,208,2,162,0,134,
205,96
299 REM LIST
300 DATA 255,255,254,126,60,24,16,24,
60,126,254,255
```


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# WRITING IN A FOG

by
Marshall S. Dubin

Ever try using the FOG to clear up your writing? FOG INDEX, that is. The Fog Index, developed by the Gunning-Mueller Clear Writing Institute, is basically a way to gauge the complexity of written material by calculating the approximate number of years of schooling required for someone to read it. The basic formula for calculating the Fog Index is to take the average sentence length, the percentage of long words (those having three or more syllables), and multiply those by 0.4. The result will be roughly the amount of schooling required (measured in years) for a reader to adequately comprehend the material.

This program allows the sample text to be printed out on a printer along with the Fog Index statistics. In addition a re-run option and paragraph counter are provided.

To use the program, just enter your text sample when prompted. You can enter a hundred word sample and the program will automatically process the data at the end of one hundred words and display the result. If you wish to enter a smaller sample, just press the ESCAPE key, and the program will display the result of the run.

When the results are displayed, you will be given the option of printing your sample and the results to a printer, or re-running the program with another sample. If you choose to re-run, keep in mind that your current data will be cleared before the new text sample is entered.

You can easily modify the program to save your sample to disk, by adding the proper disk I/O statements in the lines selecting the options. The automatic cut-off at one hundred words can also be altered to suit your needs, although I recommend a large sample size for accuracy.

I have compared this program using the same sample with several large (expensive) main frame based writing readibility programs. Although the algorithm may not be 100 percent accurate, the difference in results between this version and the main frame versions were insignificant.

Try it out for your self. Check the readibility of your computer reference manual, some software documentation, or your favorite novel. If you really want a shock, try testing some legal documents. I tested one 'typical' consumer type contract. It 'fogged out' at well over 25! Anyway it is a good tool to use if you do any kind of writing at all. Well, now fire up that Atari and be confident that your writing will always be clear and readible, all because of the fog!

```
10 REM FOG INDEX calculator
20 REM Atari Version
30 REM
40 REM BY Marshall S. Dubin
50 REM Adapted from R.B. Nottingham's
60 REM TRS-80 version apearing in
70 REM Creative Computing (4/81)
80 REM
90 REM
100 GRAPHICS 0:SETCOLOR 2,2,4:SETCOLOR
4,2,4:SETCOLOR 1,0,0
110 POKE 752,1:OPEN #2,4,0,"K:"
120 DIM B$(120),PRT$(1500),SAMPLE$(50),
AUTHOR$(20),DATE$(10)
130 REM
140 REM Print Instructions
150 REM
160 POSITION 12,2:? "FOG INDEX":?
170 ? "This program calculates the FOG
INDEX":? "from a sample of text.":?
180 ? "This is approximately equal to the":?
"grade level of the written sample.":?
190 REM Count paragraphs
200 ? "In typing in text, use only ONE
space":? "after a period and IGNORE all other"
210 ? "punctuation.":? :? "The program will
stop when you have":? "a 100 word sample. If
you make an"
220 ? "error, DO NOT BACKSPACE to correct
it.":? "Use only 1 [CR] between
paragraphs.":?
230 ? "Press any key to begin. To exit early":?
"just press [ESCAPE]. ";
240 REM
250 NS=1:W=1:PARA=1:LW=0:F=0:POKE
752,0:B$="    ":PRT$=""
252 GET #2,A:? CHR$(125);"Sample name:
";:INPUT SAMPLE$:? "Writer: ";:INPUT
AUTHOR$:? "Date: ";:INPUT DATE$
254 ? :? "Press any key to begin entering text"
260 GET #2,A:? CHR$(125);"Begin text
sample:":?
270 REM
280 REM Get keyboard input
290 REM
```

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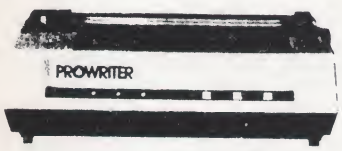


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```
300 GET #2,A:? CHR$(A);
310 PRT$(LEN(PRT$)+1)=CHR$(A)
320 REM
330 REM Build string to analyze
340 REM
350 B$(LEN(B$)+1)=CHR$(A):IF LEN(B$)>4
THEN B$=B$(LEN(B$)-3,LEN(B$))
360 IF A=32 THEN W=W+1:REM If a space,
increment word count.
370 IF A=46 THEN NS=NS+1:W=W+1:REM If a
period, increment sentence and word count.
380 REM
390 REM Check for vowels
400 REM
410 IF CHR$(A)="A" OR CHR$(A)="E" OR
CHR$(A)="I" OR CHR$(A)="O" OR CHR$(A)="U"
OR CHR$(A)="Y" THEN 430
420 V=0:GOTO 470
430 S=S+1:V=V+1:GOTO 480
440 REM
450 REM Check for syllables
460 REM
470 IF V=2 THEN S=S-1:V=0
480 IF B$(2)="DED" OR B$="TED" THEN 500
490 IF B$(3)="ED" THEN S=S-1
500 IF B$(3)="LE" THEN 550
510 IF B$(4)="E" THEN S=S-1
520 REM Count long words. These have
530 REM 2 or more syllables.
540 REM
550 IF A=32 AND S>2 THEN LW=LW+1:IF S>=3
THEN S3=S3+1
560 IF A=32 THEN S=0
570 IF W>=100 THEN PRINT
CHR$(253):S=S+1:GOTO 680
580 REM
590 REM Count paragraphs
600 REM
610 IF A=155 THEN PARA=PARA+1
620 TRAP 810:IF A=27 THEN 680:REM Escape
key
630 B$="  "
640 GOTO 300
650 REM
660 REM Print the results
670 REM
680 ? :? CHR$(125):POSITION 10,2:? "SAMPLE
RESULTS":? :?
690 ? "Number of sentences:  ";NS
700 ? "Number of paragraphs: ";PARA
710 ? "Number of words:      ";W-1
720 W1=W/NS:W1=INT((W1+5.0E-03)
*100)/100
730 ? "Words per sentence:   ";W1
740 ? "Number of long words: ";LW
750 F=(W/NS+100*LW/W)*0.4
760 F=INT(F*10+0.05)/10
770 ? :? "FOG INDEX:  ";F
780 REM
790 REM Option Menu
800 REM
810 TRAP 40000:POSITION 2,16:? "OPTIONS"
820 ? "P - Print this sample":? "R - Rerun for
another sample":? "Q - Quit"
830 GET #2,A
840 IF CHR$(A)="R" THEN ? "PRESS ANY
KEY":GOTO 250
850 IF CHR$(A)="P" THEN ? "PRINTER":GOTO
910
860 IF CHR$(A)<>"Q" THEN 810
870 END
880 REM
890 REM Line Printer Routine
900 REM
910 ? "?Press any key to begin printing":GET
#2,A
912 TRAP 990:LPRINT "      FOG INDEX -
SAMPLE RESULTS":LPRINT :LPRINT
914 LPRINT "SAMPLE NAME: ";SAMPLE$
915 LPRINT "WRITTEN BY : ";AUTHOR$
916 LPRINT "DATE OF RUN: ";DATE$
917 LPRINT :LPRINT "SAMPLE
FOLLOWS:":LPRINT :LPRINT
920 TRAP 990:LPRINT PRT$:LPRINT :LPRINT
"RESULTS":LPRINT :LPRINT
930 LPRINT "Number of sentences:
";NS:LPRINT
940 LPRINT "Number of paragraphs: ";PARA
950 LPRINT "Number of words:      ";W-1
960 LPRINT "Words per sentence:   ";W1
970 LPRINT "Number of long words:
";LW:LPRINT
980 LPRINT "FOG INDEX:  ";F:LPRINT
:LPRINT "THIS MATERIAL IS WRITTEN FOR
MAXIMUM COMPREHENSION BY"
981 LPRINT "A PERSON WITH
APPROXIMATELY ";F;" YEARS OF
EDUCATION.":LPRINT
982 IF F>9 THEN LPRINT "SAMPLE IS ";F-9;"
UNITS OVER THE IDEAL VALUE OF 9":GOTO
989
983 IF F<9 THEN LPRINT "SAMPLE IS ";9-F;"
UNITS UNDER THE IDEAL VALUE OF
9":GOTO 989
984 IF F=9 THEN LPRINT "SAMPLE IS AT
GRADE 9...WITHIN ACCEPTABLE
PARAMETERS"
989 LPRINT :LPRINT "** END OF TEST
**":GOTO 680
990 TRAP 40000:? CHR$(253);"PRINTER
ERROR":FOR I=1 TO 200:NEXT I:GOTO 680
```

# ATARI: PLAYING WITH HOUSE MONEY

by LATON McCARTNEY
DATAMATION--12/82

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Participants at a conference put together by microcomputer maven Ben Rosen last summer were asked to rank the companies they believed would dominate the market by 1985. Most of the people attending had ties to the major manufacturers and their consensus reflected mainstream thinking. IBM came out in first place, followed by Apple, Tandy and Commodore. Atari was hardly a factor, finishing way down in
seventh slot.

Several of the younger participants, mavericks who came out of the entertainment and video game fields rather than the computer industry, smiled knowingly at each other after the vote had been tallied. Atari had ranked high up on their lists, and in their eyes the vote had followed a predictable pattern by vastly underestimating the Sunnyvale, Calif.-based manufacturer. Atari is not only capable of competing with the big boys like IBM in the home and personal markets, they believe, but is pioneering technical innovations that may make conventional computing obsolete. "If you visit Atari's R&D facilities and talk to people like Alan Kay [Atari's chief scientist], you realize something revolutionary is going on," one of the mavericks commented.

Lee Isgur, an analyst with the brokerage firm Paine, Webber, Mitchell Hutchins, makes an analogy to the photocopier industry. For years the copying business had been dominated by American Photo and the technology employed by that company. Then, along came an upstart concern called Xerox that espoused a radical new approach to copying. Almost overnight, one generation of technology was displaced by another. "The present computer generation may find itself in the same position and wake up to discover those little machines made by Atari have taken over," says Isgur.

Of course, in some quarters this kind of thinking is undoubtedly viewed as thoroughly off-the-wall, the product, no doubt of too many hours in front of the video screen fighting off space invaders or gobbling up energy dots. Take the manufacturer of the home version of Pac-man, Defender, and Yar's Revenge seriously as a factor in the data processing business? One can almost hear the "harumphs" emanating from the IBM boardroom in Armonk. After all, these people are outsiders. The parent company, Warner Communications Inc., makes movies and records and publishes, among other things, MAD magazine and DC Comics. Its ceo, Steven J. Ross, looks like Hollywood's ideal of a high-rolling corporate executive, frequents fashionalble Manhattan watering holes like Uzie's, and pals around with Giorgio Chinaglia, star of the New York Cosmos, the soccer team Warner owns. Picture John Opel of IBM or DEC's Ken Norris barhopping with a soccer player or cutting a multimillion dollar deal with a hotshot Hollywood director.

The two executives who really run Atari and are responsible for much of its incredible success, Emanuel "Manny" Gerard, Warners co-chief operating officer, and Raymond Kassar, Atari's chairman and ceo, come from outside the computer field as well. Gerard was a topflight entertainment industry analyst on Wall Street before joining Atari; Kassar a level executive with Burlington Industries. Even the newly appointed head of Atari's computer group, John C. Cavelier, has a non-dp background, having served as a paper products marketing executive with American Can Co.

But make no mistake, Atari has set its sights on far more than video games and is mounting what may prove to be a substantial threat to more extablished computer companies like IBM and Texas Instruments as the battle for the home and educational markets heats up. "With a significant software library based on Atari games and an increasing public awareness of the home computer, Atari has been positioning itself as a home computer company," notes Robert L. Renck Jr., an analyst with Oppenheimer & Co., Inc.

"A lot of people in this business don't know what they are doing," adds Ted Nelson, the author of COMPUTER LIB/DREAM MACHINES, who is presently designing interactive systems for Datapoint Corp. in San Antonio. "Atari does. They're going to be very formidable."

The numbers bear this out. Even by the standards of the computer industry, which is accustomed to phenomenal success stories, Atari's growth has been mind boggling. The company has expanded so rapidly it now occupies between 60 and 70 buildings in Silicon Valley. "It's a Wild West show," says one Atari executive, noting that Atari has grown by a factor of 22 in the last four years and is currently doubling in size every eight months.

Acquired only six years ago for $28 million, Atari will generate nearly $2 billion in 1982 , it's estimated. That's nearly half of Warner's projected $4.2 billion total 1982 revenues. Moreover, Atari's computer group which really is just getting off the ground, will produce between $300 million and $350 million in 1982 revenues, putting Atari up there among the top 40 dp companies in the U.S. According to market estimates, the company already accounts for 10% of all desktop computer sales and as much as 40% of the home computer market. Additionally, Atari has more than 5 million video games in households around the country. "That's a tremendous base to sell into," notes Rob Hunter, a vice president with CBS's video games. "If I were Apple or one of Atari's other competitors in the home computer field, I'd be concerned."

With the deep pockets that accompany this kind of success, Atari can afford to spend big to improve its competitive position. And that's exactly what the company is doing. One high spending priority is marketing. "Atari understood consumer merchandising from the start," says Hunter, an MIT grad with a marketing background, "whereas its early competitors in the video games business--RCA, Fairchild, and Magnavox-- were dismal when it came to marketing and distribution." As a result, Magnavox which developed the first video game, Odyssey, in 1972, lost out to Atari after insisting for years that only Magnavox dealers could distribute the product. It never its early potential in the video games market, and RCA and Fairchild dropped out altogether.

Today, with the home computer market opening up significantly, Atari is counting on its marketing and distribution capabilities to provide it with the same kind of competitive edge. It has the largest distribution network of any home computer manufacturer except Radio Shack and spends enormous sums on advertising. ADVERTISING AGE, the trade magazine of the advertising industry, estimates, in fact, that Warner's is now the 37th largest advertiser in the country, having spent $159 million last year, a major share of which went toward promoting Atari video games and home computers. By contrast, IBM ranked 98th in the U.S. with an ad budget of $40 million.

For a machine to succeed in the home computer market, says Renck of Oppenheimer, "the product must have brand identity and be presold by advertising to a relatively unsophisticated consumer without the need for significant selling demonstration. Atari clearly meets these qualifications."

At the same time the firm is moving to deepen its market penetration outside the home. The company has provided the U.S. Army with a modified version of the game BATTLEZONE for training gunners for the Army's new heavily armed M-2 personnel transport. Soldiers score points for destroying enemy tanks and aircraft, but are penalized -- the "1812 Overture" plays -- when they mistakenly hit a friendly war machine.

Atari has loaned computers and video games to medical centers and universities around the country for experimental research projects that involve everything from using video games to improve the attention span and memory of brain damaged patients to job training for teenagers. The company has also established an educational center in Sunnyvale -- the Atari Institute for Educational Action Research -- to foster use of personal computers in education; it is sponsoring the tv series DISCOVER; and this year it will give away as much as $1 million to fund projects at the Future Center of the Capital Children's Museum in Washington, D.C., and the Lawrence Hall of Science Computer Education Project at the University of California at Berkeley.

Concurrently, the company is beefing up its technical capabilities, particularly in the software area. "Atari probably spends more on software than any of the personal computer companies," says Paine, Webber's Isgur. "By the mid-1980s it will be perceived as a software company."

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software inhouse, Atari is highly aggressive in acquiring outside packages. A whole subindustry has sprung up of companies like Activision that produce Atari compatible cartridges. Atari has also set up software centers in Cambridge, Mass., and San Jose, Calif., where anyone who can program can come in and try to develop software, obtaining guidance from Atari staff members and making use of Atari equipment and technical manuals at no charge. The idea, of course, is that Atari will get first crack at software designed by some precocious computer whiz.

Significantly, too, Atari's sister company, Warner Amex, the interactive cable service Warner owns jointly with American Express, has been expanding into new areas. "We're concerned with the development of nonentertainmennt services such as information retrieval, electronic shopping and banking, and private business communications," says Gustave M. Hauser, the company's chairman and ceo.

Warner Amex pioneered two way cable through its flagship cable system, Qube, and already serves approximately 1 million homes. It is viewed as one of the strongest contenders in the future U.S. videotex market, a fact that has a direct bearing on Atari's long term viability as a home computer company. "Warner Amex's efforts ensure that when the videotex card is played, Atari will be there," says Clive Smith of the Yankee Group in Cambridge, Mass.

The real key to Atari's future, however, lies in the massive R&D efforts directed by 42 year old Alan Kay, the company's chief scientist. Hired a year ago from Xerox, where he was a research fellow and one of the founders of the Xerox Palo Alto Research Center (PARC), Kay is a freewheeling, lateral thinker who has done everything from playing jazz guitar professionally to lecturing with the Artificial Intelligence Project at Stanford.

Kay designed some of the first personal computers; was the initial designer of Smalltalk, the programming language; and originated the idea for the Dynabook personal computer. He is a kind of spiritual and intellectual progenitor to people like Apple's co-founders Steven Jobs and Steven Wozniak, with whom he's close friends.

At Xerox Kay had grown disillusioned with what he perceived as an inability to bring products to the marketplace. "Alan's a recognized visionary," a former colleague observes. "When he was at PARC, he was working on all kinds of interesting and innovative products, but he became extremely frustrated at the lack of product implementation he saw there."

Kay had designed a version of Xerox's Star computer as early as 1976. "Star would have been astonishing if it had been introduced then," the colleague asserts. "Now it's simply ho-hum." Kay was also involved in designing a VisiCalc-like simulation kit that predated the introduction of VisiCalc by several years but still hasn't been brought to market. "Xerox was good at funding, but lacked the nerve to take any real chances," Kay says now without rancor.

Kay decided to leave Xerox in 1981 and was set to sign on with Hewlett-Packard when he accidentally crossed paths with Gerard and Kassar. At the time, the two Atari executives were looking for a way to extend the company into the future and an individual who would guide the R&D effort needed to get there. Kay had all the necessary credentials and the chemistry was right. "We hit it off right away," he says. "Gerard and Kassar have no fear. They'll try anything. They're like good gamblers playing with house money. They always act like they're ahead, and they pay incredible amounts of attention to all the things that can go right. It's absolutely the best top management I've ever seen."

Kay signed on and was soon playing with house money too -- wads of it. His annual R&D budget has been estimated at between $60 and $100 million. Kay will only say that "within some bounds of reason it's an open budget."

For Kay it seemed an ideal situation, yet even he was initially bothered by the freeform environment at Atari. "For the first few weeks I was put off by the video games mentality here, but then I began to realize there was no reason why all useful things couldn't be fun and games."

Kay's first order of business was to put together the nucleus of a first-rate research group, a process that usually takes as long as

five years. "At Atari we're trying to accelerate the process, but you can't hire quickly because there's no real return in taking on people who are simply good," Kay says. "You need people who are great, and of course they're very hard to find."

As part of building what Kay describes as the critical mass needed to drive Atari's research effort, the company began strengthening its ties to the academic and scientific sectors. Marvin Minsky, a prominent figure in the artificial intelligence community, was signed on as a consultant. Meanwhile, Atari has established a new lab in Cambridge Mass. to work with LOGO, the educational software language. It also began funding MIT's Architecture Machine Group, which is carrying on projects in media technology and man/machine interface.

Kay also signed on Tim Galway, the author of THE INNER GAME OF TENNIS, to work on computer education in Atari's extensive computer camp program. "Tim's extraordinary in working with kids and eliminating the self doubt and interference that adversely affect the learning process," Kay notes.

Hollywood, too, was drawn into the critical mass when Atari signed a deal with Lucasfilm. For the short term Atari should reap the potential profits of selling cartridges based on such Lucasfilm movies as RAIDERS OF THE LOST ARK and REVENGE OF THE JEDI.

More significant over the long term, however, is Atari's plan to incorporate Lucasfilm's highly advanced interactive graphic capabilities into its future line of commercial and entertainment products. Imagine, for example, a VLSI chip that inexpensively implements high quality, real time 3-D for new games and simulation. "This graphic capability should provide Atari with a real edge over its competitors," asserts Clive Smith of the Yankee Group.

To carry out its research and perform prototype software developmnt Atari has purchased half a dozen Symbolics 3600 LISP computers and appears to be working in two principal development areas: information sharing and fantasy. The first involves communications oriented products designed to facilitate the exchange of information and ideas; the fantasy products are designed to allow the user, Kay says, "to go to simpler, more controllable environment, little microworlds," Like their video cassette predecessors, these microworlds may reflect sports, science or the theatre.

Keys to the success of Atari's future products are what Kay describes as vehicles of metaphorical. To wit: in Kay's view VisiCalc is a superb vehicle that enables the user to perform electronic spreadsheeting. Xerox's Star computer, in turn, explores the fantasy of an automated desktop. The vehicle or or fantasy represents the user-friendly bridge between user and technology.

The technologies that will be incorporated into this next generation of Atari products are likely to include voice synthesis, artificial intelligence (in the form, say, of a natural language interface), interactive graphics, animation and 3-D. In fact, the key to Kay's fantasy concept may well be dynamic 3-D animation whereby the user or a surrogate figure can participate directly in the environment. Atari has long had an interest in 3-D, having announced (but never introduced) a handheld 3-D game several years ago. It subsequently has acquired most of the consumer oriented holographic patents in the U.S. and today Kay's group is experimenting with holograms as well as alternate means of incorporating 3-D into future products.

Kay emphasizes that Atari should not be perceived as a manufacturer of home computers or even video games as such, but as a company that deals directly in the user interface business, be that entertainment, electronic publishing, or computer based education. The distinction is more than a semantic one. It sums up what differentiates Atari from many of the more established computer companies. "The railroads suffered enormously because the railroad people simply couldn't grasp the fact that they were in the transportation business and not the railroad business," Kay says. He and Atari are gambling big that history is about to repeat itself.

# The Computer and the Pre-School Child

by Connie Walters

It is no longer necessary to point out that the age of computers is upon us. At this point of time that fact is fairly well accepted as we witness the use of computers in offices, at hospital registration desks, in schools and increasingly more prevalent in homes. Newspapers announce classes being held to teach computer literacy, sales on hardware and software, and job opportunities for those skilled in the computer field. One recent advertisement caught my eye: an ad for pre-school computer classes at a local computer store.

Somewhat mystified at first, many of us are now becoming more comfortable with computers as we hear our children speak of using them in their classrooms even at the elementary and pre-school level. To teachers, parents and caregivers of pre-school children, is there a place for the computer in our classes and our homes? Of what value is the computer to us personally? Is its value worth the expense?

As I share with you a few of my experiences with a home computer in my group-day care licensed home, it will soon be obvious that I have indeed been bitten by the computer bug!

First of all, to echo the speaker at the NAEYC Conference in Washington, D.C., "the computer makes your life easier because it saves hours and hours of work." I, myself have only scratched the surface of its possibilities and already have saved much time in sending letters and notes home to parents, printing up songs for the children's "Color Song Book", making lists of names and schedules. Even this article which is my first attempt in using the word processor has proven to me that my year-old electric typewriter is already an antique.

I am most anxious to be able to print out stories and letters to parents that the children dictate to me. I can hardly wait to catalog my library of pre-school books and print out an inventory of my equipment. I have already saved notes to parents on discs for next year. The disc allows me to store messages to which I can later add, delete or make changes and run off at a later time. My husband, of course has what seems to him a more practical use for the computer--that of keeping our bookkeeping records in order. Our tax accountant, after reviewing my record keeping of the last two years also strongly insists that our computer program, Visicalc, an instantly calculating electronic worksheet is the only thing that would prevent his hair from turning completely white!!

My experience with working with more than 45 children ages 2 1/2 - 6 in the last four months has been one of amazement. I am continuously excited and overwhelemed as I observe their response, their enthusiasm, their desire for using the computer. Among the programs I have offered are those in which the children match numbers or letters, practice spelling their names, count colorful objects, add and subtract colorful blocks, compare shapes, and work with the alphabet. Some programs use the joystick. One in which the children draw and can fill shapes with bright colors is among their favorite. We are presently in the process of making necessary purchases to enable their drawings to be printed out. In another program which uses a language called PILOT, the child learns directionality as he uses the joystick to trace the turtle's path to the color, shape, letter, object or class that is different. One of the most frequent requests of the children is MY FIRST ALPHABET, a most colorful and melodic program which at the child's touch of a key displays a parade of artistically designed graphics.

I have had positive experiences with the use of my home computer. What are some of my observations, reactions, and comments?

As students, parents, educators and professionals, we should familiarize ourselves with the world of computers, its implications, its uses and its benefits. It is our responsibility to determine the appropriateness of the computer in our use of it with the children. We must take time to plan worthwhile goals which indeed are beneficial to the healthy growth of the child. We must continuously evaluate and encourage programmers to assist us in developing

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programs which will meet our high standards of quality.

The goals of early childhood education should always be foremost when considering the use of the computer and computer programs for the pre-school child. We must match the interest and capabilities of children to the use of the computer.

Steve Tipps from the University of Virginia, cautioned us at NAEYC against buying software unless we preview it. I agree with the importance of checking out user ease and any technical flaws and making sure that the content is accurate, interesting and most important developmentally appropriate for those who will be using it.

A word from the University of Maryland: We should inform the child that he is in control of the computer. He indeed is in charge. The computer is a tool for him to use.

Along with the Discovery Room at the University of Maryland, I have found the following facts to be true:

Computers do challenge children to solve problems and determine the strategies they must use to execute their goals. Computers encourage children to learn by discovering. Children are attaining personal achievement through the use of the computer.

I see children experiencing success through the use of a non-threating media. It seems that the colorful and melodic rewards they receive is helping develop a fearless, joyful attitude to learning. Another positive aspect is group interaction. I have witnessed children helping and guiding each other.

I feel that computers most definitely add to and enrich the learning environment. However, let me stress that they should not be a sole substitute for all learning activities. They are an additional tool that can be used with other learning materials.

To conclude, let me point out that there indeed appears to be worthwhile benefits for the pre-school child, early childhood educators and parents of pre-school children. I do strongly encourage evaluation in regards to some of the criteria I noted. The age of the computer is still in its infancy and we too are in this growing process. I welcome additional information and sharing of experiences.

Connie Walters
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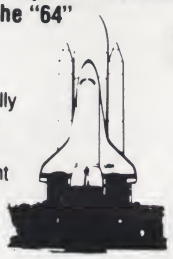

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# FEBRUARY MEETING
## MINUTES

The February 15 meeting of M.A.C.E. was called to order at the Southfield Civic Center by President Marshall Dubin. Marshall informed us that our second 24 hour AMIS BBS system is up and running. It is located in Dearborn and is called M.A.C.E. West. The phone number is (313)-274-3940. Some of the preschool programs he has been collecting will be made available through the library soon.

Chet Gonterman then awarded the prize for the best library submission of the month. Actually the winner made three submissions. The submissions were King Kong, Race (auto), and a maze attack game. Congratulations to winner Faris Ajo for a job well done.

Eric Wujcik announced on behalf of the Detriot Gaming Center that Detroit will be hosting the upcoming National Gaming Convention. The convention is to be held at Cobo Hall from July 10th through the 14th. Interested members are invited to show off their Atari computer games. If you are interested Eric can be reached at the center. The number is (313)-832-8878.

Russ Herschler demoed The Dragon's Eye from EPYX. You play the knight errant. Your first tasks are to select your name and sword. Then too there are spells you can cast. You then are shown a map of the area from which you select destinations. You have twenty one days to locate the Dragon's Eye. The eye is not in a dragon by the way.

Sheldon Leemon demoed Fort Apocalypse by Steve Hales of Synapse Software. The beautifully done graphics involve two dimensional scrolling and several levels in the caverns into which you fly your helicopter. It is your task to rescue people from the cavern. After selecting the level of difficulty you enter the cavern avioding mines, enemy ships and other obstacles on your mission. Your final task is to destroy the fort and return.

Tom Rubino of C.H.A.O.S., the Lansing MACE chapter, demoed Space Shuttle by Paul Kindl of Swifty Software. Essentially it is a simulation of space shuttle missions and is quite realistic. You select the difficulty of the mission and take off to the destination you chose. There are fifteen changing variables during the mission. Part of your task is to file flight reports on a separate formatted disk. Upon landing the craft you will have out-the-window graphics of the Earth and landing site. Thanks Tom.

The officer reports followed. Jerry Aamodt informed us that Micro Chip will be starting computer classes. Call Micro Chip if you are interested. Arlan Levitan called our attention to the six page update from Atari for the User's Manual published in the newsletter. He also said that certain software will not boot up on the new 1200. Arlan made a motion that the club purchase an Atari 400 with 48K, disk drive, interface, and printer to be dedicated to the new bulletin board. The cost was estimated to be $900 to $1100. Second by Mike Toth. During discussion it was pointed out that this would provide for continuous operation and more programs for the library. The motion was passed.

J.B. of the Family Computer Center dissected an Atari 800 and 810 Disk Drive before our very eyes on the big screen KLOSS. While much of the discussion was technical, there were several things John thought we all need to keep in mind. The most important of these was static electricity. John said that static discharge was the most common reason for the need for computer servicing. He suggested spraying rugs with a retardant to avoid costly repairs. We were also warned not to bend pins when installing tape or disk cords, joysticks, or paddles. A short here could be expensive. Unplug your system when not in use to avoid power surges. Be sure to 1.remove disk, 2.turn off computer, and, 3.turn off the disk drive. Finally John warned us not to pound on the space bar as there is a pin underneath that may break loose. This could result in a $100 repair bill. Thanks John. I'm static guarding my rugs just as soon as I save this file.

Respectfully Submitted,
William Black
Recording Secretary

## Executive Board Meetings
## February/March 1983

At the February board meeting the sales of mailing labels and the membership list was discussed and tabeled. Most of the rest of the discussion centered around the upcoming convention as the plans are being firmed up. Included in the discussion were the contract for the building use, finances, T-shirt sales, set-up, food concessions, cash flow, banquet, and possible cancellation of the October general membership meeting.

At the March board meeting the price for the T-shirts was set at $5.00. Paul Wood was selected as the convention committee chairperson and was given authority to determine assignments and the composition of various committees.

## General Membership Meeting
## March 1983

The March general membership meeting of M.A.C.E. was opened by Chet Gonterman, Disk Librarian, who demoed a Frogger-type program, a new library submission, and announced availability of our new proprietary disk entitled Golfer's Data Base by Pat McCabe.

Bill Williams demoed his new game Necromancer, which is being marketed by Synapse Software. Essentially one's job is to break the spell of the evil Necromancer who has enslaved the forest. This is no simple task. We enjoyed the originality and graphics. The program should be available in a couple of months.

During the business part of the meeting Judy Braun announced that the club has grown to 1230 members. Micro Chip is offering classes in Basic, Machine Language, and Fortran. Call them for dates, details and tuition. Marshall Dubin announced submission of a M.A.C.E. "Kids Disk" to the program library. Paul Wood, M.A.C.E. Convention Committee Chairman, requested assistance in areas of graphic arts, legal, banquet, site coordinator, printing, seminar instructors, contact persons, lodging coordinators, writers, and record keepers.

Chris Grislak demoed a Soccer game program by Thorn EMI. The game is rather realistic and allows for as many as four players.

Craig Chamberlain discussed Pokey Player and demoed his Shaptab program featured in the March Journal of M.A.C.E.

Respectfully Submitted,
William Black

## Assembler Language SIG
## By Phil Heavin, Secretary, SIGASM

### March Meeting

At this meeting we had a repeat performance of a previous beginners session. By popular request, Tom presented a session on the bit manipulation instructions of the 6502. We also discussed practical applications of these instructions.

Next I presented a working version of the animation routine described by Tom at February's meeting. This routine performs the physics calculations for objects in motion. It can be used to animate a variety of things like billiard balls, rocket ships, explosions, bouncing balls missiles, etc. Although we've just about covered animation for now, we probably will return to this again at a later time when there are new developments.

### May's Meeting

May's meeting will be Thursday, the 5th at the home of Tom Hunt in Warren. You can contact Tom at 574-9438 or me at 939-6213. The meeting will begin at 7:00 with socializing and free form discussion with the actual business portion starting at 7:30. We hope to see you there. We will be electing officers for the following year at the May meeting.

# MICHIGAN ATARI COMPUTER ENTHUSIASTS

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Source ID: TCT987
Voice: 399-6964

NEXT MEETING 05/17/83
Southfield Pavillion
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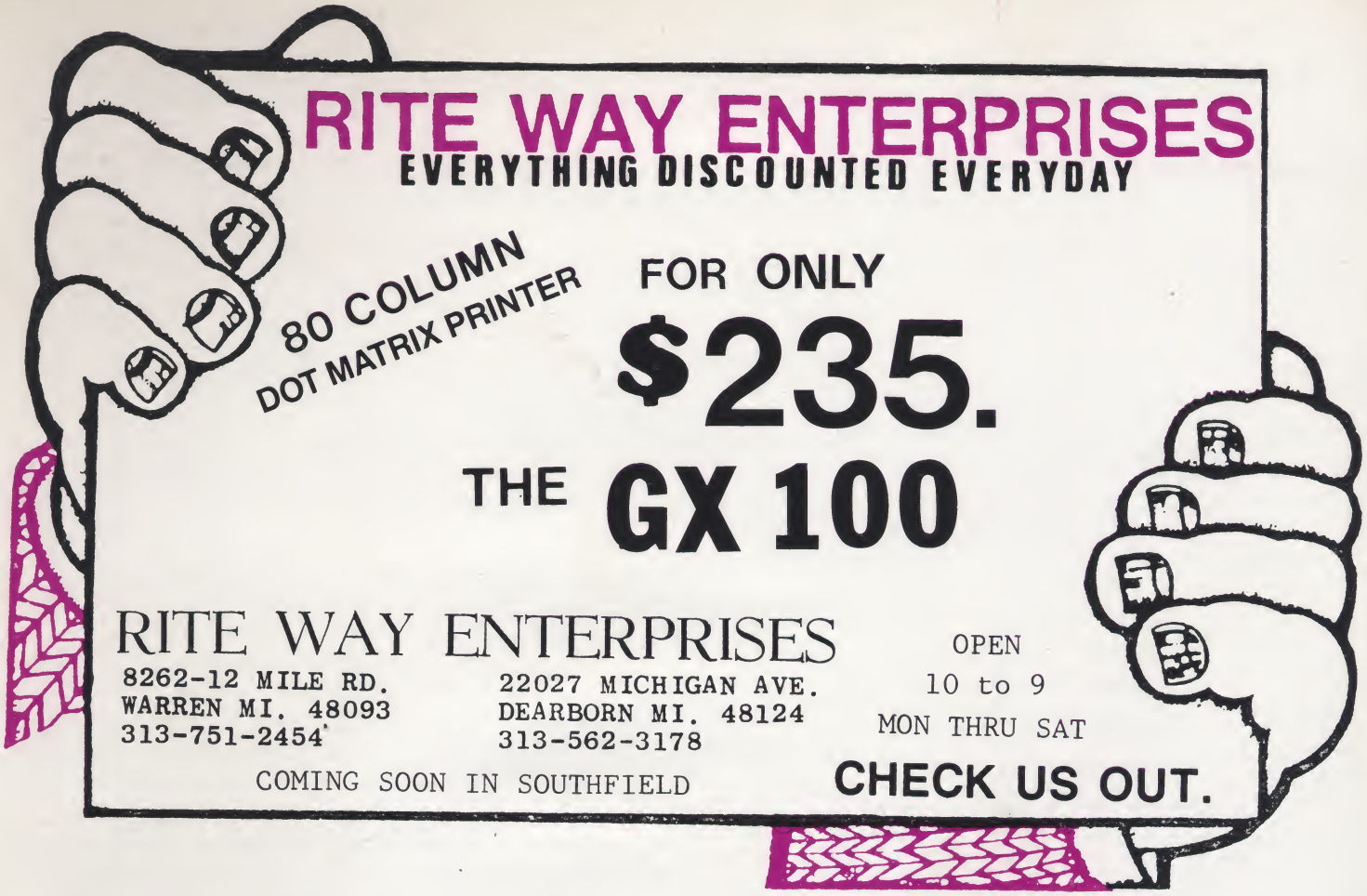




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